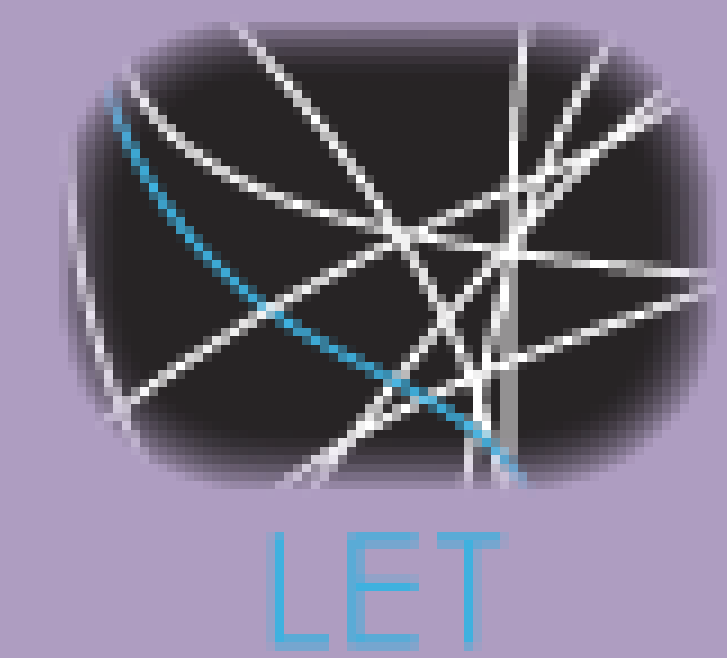
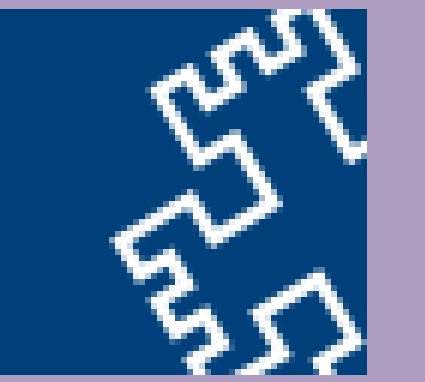




Activating Participation in LiveMeeting

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LIVEMEETING

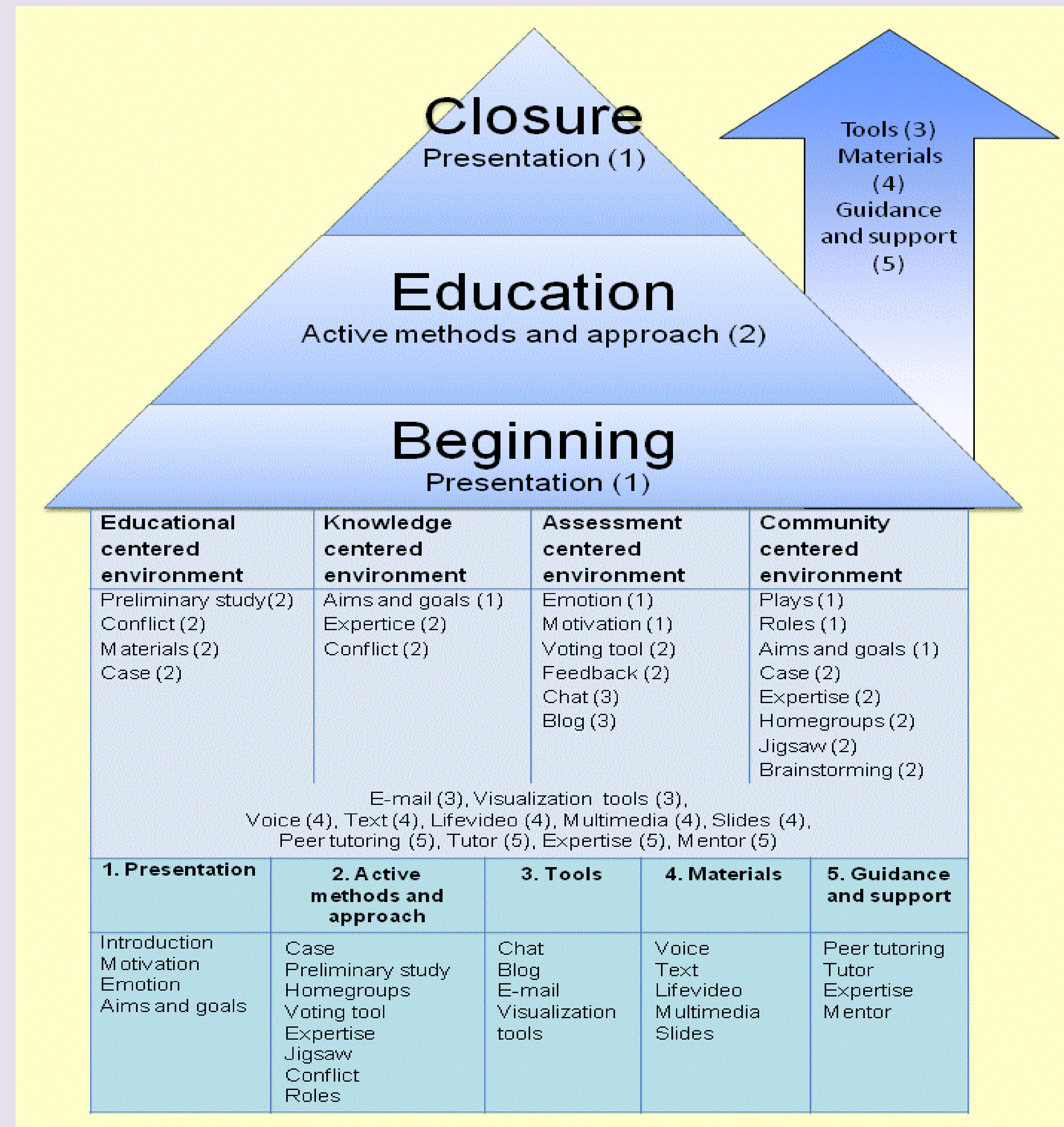
Is an online webinar where one can make presentations, start projects, do brainstorming and have negotiations. EB - organization uses Microsoft's LiveMeeting a lot but they need some useful and common practices to make the usage of LiveMeeting even easier, simpler and more practical to use.

The ground theories are cognitive learning, problem solving, social interaction and collaboration. Our aim in this study is to find a solution for a challenging and common problem among online conferences and education. How to make LiveMeeting conferences and education inspiring, participative and collaborative?

To make a successful online conferences and education, the main organizer or tutor needs to focus on the participant's motivation, emotions and cognition. People are willing to put effort into the process of expertise if it actually feels good. Cognition or cognitive processes need to be boosted with emotions and motivation.

One main task is to motivate participants to actively take part in the meeting. Active methods to use are e.g. preliminary study, voting tools, jigsaw, role taking and conflicts. Emotions and motivation play a central role in learning. One's emotions effect to his or her motivation concerning the given task. All participants' ideas and expertise's need to be taken into account during the meeting.

The main organizer or tutor has several roles like a communicator, guider, organizer, networker and motivator. The tutor motivates all participants to do their best during the conference. The tutor has to choose up at least one object from every segments of basement to make a successful education. It's important to remember to motivate the participants during on line education by personal questions or through playfulness.



LiveMeeting is a continuous process

At the picture one can see the structure of LiveMeeting education. At the basement there are variety instruments for waking up participants' cognition, emotions and motivation. The first floor shows different kinds of educational settings and how to use methods shown in the basement. The roof and chimney present the LiveMeeting timeline. The timeline shows what instruments to use during start, education and closure.

Activate methods and approaches can be used during education. The model is based on real cases from working life. In education, it is important to have cases or problems from authentic working life. When the issue is based on a real life situation, it's easier for participants to follow and take part in the discussion. The emotions and motivation will be higher and participants are more interested in the issue.

Participants are experts in their own field. Their expertise has to be utilized in the problem solving. It's also important to motivate the experts' emotions during LiveMeeting by using different kind of Active methods and Approach, Tools and Materials. Working online it is nessessary to acknowledge four different kinds of educational settings: learner centered, knowledge centered, assessment centered and community centered.

Playfulness is one of the main issues in creating a lively and interesting LiveMeeting conference or education. Playfulness and an innovative start can make the atmosphere relaxing and loose. Taking roles give a new way of looking things. The participants have to concentrate more in the meeting when they need to take a role as a starter or an analyzer. Different kinds of memory games affect to cognition and raise motivation.

Keywords:

Collaborative learning, networking, playfulness, expertise, motivation, emotion, cognition, educational setting.

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